DISGAEA
Afternoon of Darkness
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America

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

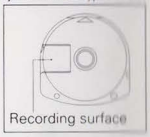
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

PROLOGUE

The Netherworld - a place darker than a pitch-black cave, located deeper than the depth of the seas.

It is a cursed land where evil reigns and foul beings dwell. Nobody knows its whereabouts, but everybody fears its existence...

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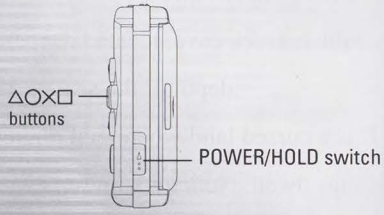
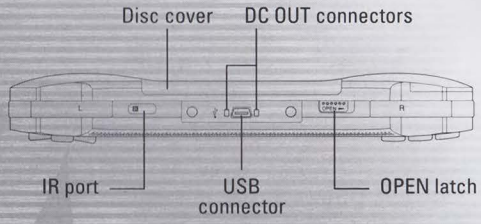
SETTING UP

Right Side View



Front View



Setup your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Disgaea® disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ✕ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

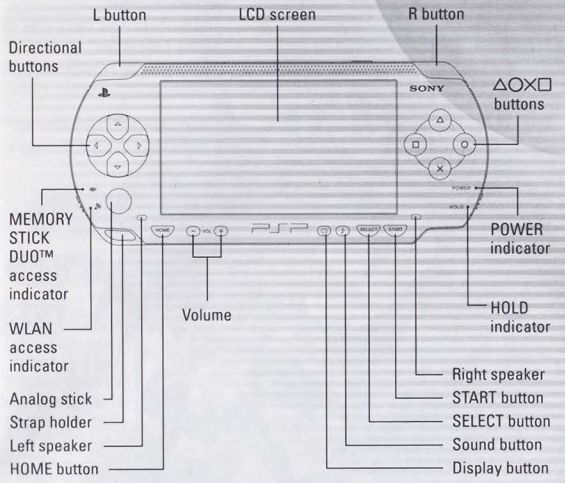
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

CONTROLS

PSP® (PlayStation® Portable) system configuration



Directional buttons	Character & Cursor Movement
Analog Stick	Character & Cursor Movement
○ button	Cancel
✕ button	Confirm, Advance Message Box
△ button	Bring up Menu
□ button	On Area Map: Select character with cursor and press the □ + directional button to change which direction to face. Item Status (when □ icon is blinking): Change Page
L button	Rotate Area Map counter-clockwise
□ + L button	Zoom in and out on Area Map
R button	Rotate Area Map clockwise
□ + R button	Move cursor to unused character on Area Map
START button	Not used
SELECT button	Display Geo Panels ON/OFF
HOME button	End game (quit without saving)

In the Options, the function for L (R) and □ + L (R) can be switched. (See pg. 7)

CHARACTERS

LAHARL

The one and only son of the Overlord.
Very self-centered, and selfish.

ETNA

Laharl's vassal, and a girl with a sharp tongue. Her ambitions lie even greater than her master's.

PRINNY SQUAD

Etna's direct servants who were hired for money. Most of them are very...whatever.

FLONNE

An Angel Trainee who comes to the Netherworld to assassinate the Overlord. Also a love freak.

HOW TO START THE GAME

Turn on the console and start up the game. The title screen will display game modes. If you want to start from the very beginning, select [Start]. If you want to continue playing a previously saved game, select [Continue].

* In order to provide you with a playable in-game environment, this software will require about 20 seconds of loading at start-up.

ABOUT SAVE & LOAD

Save

Press the △ button at the Overlord's Castle (home base) to bring up the Main Menu.

Select Save to display the Save Screen, where you can save your data. Select the location where you wish to save your data with the Directional buttons and press the △ button to confirm. You can also create new data here. In this case, each data save file will require at least 408KB of space.

Load

If you select [Continue] on the Title Screen, you will see the Load Screen for all previous data. Select the data you wish to load with the Directional buttons and press the ✕ button to confirm.

* Please use a Memory Stick Duo or Memory Stick PRO Duo to Save.

GAME FLOW

Here is an explanation of the general flow of the game. The following describes the basic steps in game progression.

Begin Chapter

Event (Demo) Occurs

The purpose and goal will be presented.

Overlord's Castle (Town)

Here, you can shop, go to the hospital, gather information, visit the Dark Assembly, challenge the Item World, and Save.

Select Area Map

Select your destination of choice.

Area Map

Tactical dungeons, battle, and events (demo)!

End Chapter

Goal complete! Now on to the next chapter...

There is a total of 14 chapters in this story.
But, depending on how you play the game, the ending may change. Try to aim for the true ending.

OVERLORD'S CASTLE

In the Overlord's Castle (starting area), you will control the main character, Laharl, and talk to people, or go shopping.

Character Controls

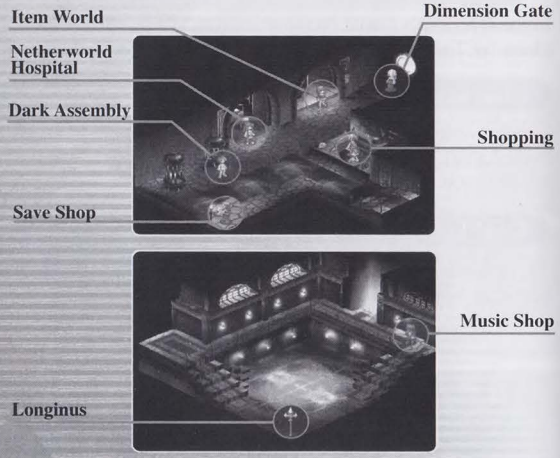
In the Overlord's Castle, you will use the Directional buttons to move Laharl. Get close to a resident there and press the ✕ button to talk to someone.

Usable Commands in the Castle

The following commands will be displayed when you press the △ button in the Overlord's Castle.

● Item	Check your items and search through your Item Bag & Warehouse.	
● Equip	Check or change your equipment.	
● Status	Check the status of your current ally characters.	
● Rearrange	Organize the way your characters are listed.	
	Manually	Put your characters in order, the way you want them to be.
	By level	Arranges your characters by highest level.
	By HP	Arranges your characters by highest HP.
	By ATK	Arranges your characters by highest ATK power.
	By INT	Arranges your characters by highest INT.
	Humananoids 1st	Arranges your human characters by level first, then your monster characters by level.
	Monsters 1st	Arranges your monster characters by level first, then your human characters by level.
● Help	Check the basics of Area Map battles.	
● Settings	You can select between Cursor Mode and Key Mode. You can also configure the BGM volume, MSG volume (message voice), SE volume (sound effects), and brightness.	
● Quit	Reset the software and return to the Title Screen. But, if you have not saved, the game will reset without saving your current game progress, so be careful.	
● Save	You can Save (See pg.5)	

Facility List



Facility List

Talk to the merchant at the RosenQueen Company Netherworld Branch inside the Castle to buy and sell items. When buying items, you will need Hell (HL) which is the Netherworld currency. The products being sold are display only, meaning once you buy it, it will sell out. Every time you enter, the selection and item stats will change, so you may want to visit this place often.

You can also suggest a bill to the Dark Assembly, such as "I want more expensive items in the shop." If it gets approved, the shop's selection will change again.

Netherworld Hospital

At the Hospital, you can heal your allies who have expended health (HP) and magic (SP) in battle. The Hell (money) required depends on how badly they need the treatment.

Also in the Netherworld Hospital, depending on how much healing you've received, you will be able to get prizes. The more healing you receive from the Hospital, the better your prize gets. So remember to get hurt as much as possible, and let them take care of you.

Dark Assembly

At the Dark Assembly, you can create your disciples (character creation) or submit various bills. Simple bills don't need the Assembly's approval, but for important bills, you will need to pass the Assembly's vote. Effective use of the Dark Assembly system will make your Netherworld life much easier.

Mana & How to Gain Mana

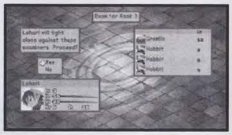
In order to use the Dark Assembly, you will need Mana. Mana refers to the energy required to bring the Dark Assembly into session. You can gain Mana by defeating enemies. Stronger enemies will naturally give more Mana. Since the character that defeats the enemy gains the Mana, characters who haven't defeated any enemies will not be able to use the Assembly. The question of who to use to defeat the enemy, along with other factors, should be kept in mind when giving orders to your characters.

Make a Disciple

By making your own underlings at the Dark Assembly, you can gain more allies, regardless of the storyline. At first, only the basic classes - and low capability characters - are available for creation. The capability describes the character's basic abilities and growth. There are a few ways you can increase the number of available classes, and create higher capability characters. For example, when you take a "Warrior" to a certain level, you will unlock a superior type of Warrior. Also, if you level two different classes to a certain level, a new hybrid class may be created. There are also hidden classes as well. We hope you can find them on your own...

Dark Assembly

Take the Promotion Exam



If you select [Promotion] in the Assembly Menu, you will enter battle. Only one character, who wants to take the exam, will be allowed to fight the battle. When you pass the exam, that character's rank will go up. When rank increases, more bills become available to submit, and more powerful senators (higher level senators) will begin to join the Assembly. Though these powerful senators are great if they're on your side, if you make enemies with them, this will become quite a disadvantage. Make sure you keep the stronger ones on your side.

Check! If you fail a Promotion Exam, it is Game Over! Don't go for impossible exams!

Submitting a Bill to the Dark Assembly

When your rank goes up, more bills will become available to you. Bills that require the Assembly's approval are decided by a vote. A senator's power defines how many points his vote is worth, so even if you have a majority of Yays, that doesn't mean the bill will pass. Press the △ button to bring up the Menu to gather your votes. When the difference between the Yay points and Nay points surpass the required Mana cost, then finally, your bill will be approved. In calculation: [Yays - Nays > Required Mana for bill] means approved. Bills that are beyond your level are just a waste of Mana, so we suggest you don't waste your time.

If denied, you can [Persuade by Force] if you'd like, but it won't be such a great idea while your level is low. (Of course, if you lose, it is Game Over.)

Dark Assembly

Extra Gain

Characters (disciples) who were newly created by the Dark Assembly are very closely tied with the character (master) who created him/her. For example, if Laharl creates a Warrior, the Warrior becomes the disciple, and Laharl becomes the master. The master will gain bonus points in his stats as the disciple levels up. Also, on the Area Map, if the master is next to his disciple, he can use any magic that the disciple has, even at level 0 mastery. Continue to use it until mastery level 1, and the master can lean that magic, meaning that he can use it even without the disciple close by. This master-disciple relationship is called Extra Gain.

Item World

Item World

The Item World refers to a different world that exists inside an item. In the Item World, there are many residents, but most are called Notorious, and are bad neighbors who you want to defeat. But remember, they are strong. Level yourself up a good amount before challenging, or else you will very easily lose against them. Also, if you want to dive into the Item World of an item you currently have equipped, you must unequip it before you can enter it. You will be entering the Item World of that item, so naturally, you won't be able to take that item with you. Make sure to have backup equipment before you take the challenge.

Leveling up the Item

Defeating the residents and clearing one level will increase the item's level by 1. The farther you dive, the higher the level becomes, but of course, the enemies will also become stronger. Also, until you defeat the boss at every 10th level, you won't be able to escape from the Item World. Make sure you enter completely prepared.

Item World

Find the Innocent!

The evil residents are called Notorious, while the good ones are called "Innocents." If you press the □ button in the Item Stats, you may find a section displayed with ATK or DEF. This means that somewhere in the Item World, there is an Innocent that can increase ATK (attack power) or DEF (defense). But when they come out, you will see that they are neutral, not enemy or ally. If you find them in the Item World and defeat them, they will submit to you and will help to increase the stats of that item even more.

Moving Residents

After you've defeated an Innocent, you can move him to a different item in the Menu Screen. Moving the abilities of the Innocent to another item...which in other words, is combining items. But keep in mind that items do have a max population. This may be different for each item, and you may not move more residents than the population into the item. At the very bottom of the item stats, if you see [Pop. 5/12], this means current population 5 / max population 12.

Combining Residents

When the max population has been reached, you can combine residents to organize them. In the Item World menu, select "Combine Residents" and then select the residents to combine (item to organize). Combining residents is only available when there is more than one resident of the same job in one Item World. The purpose of combining residents is to organize and strengthen. By combining two residents of the same job, you can open a spot to move in a new resident to make the item even stronger. By doing this multiple times, you can create a very strong weapon.

Rarity

[Rarity] describes the item's worth. The Rarity value is displayed in the Item Stats. The lower the Rarity, the more value it has. Some items may even be Rare or Legendary items, which are very high in value. The lower the Rarity, the higher the stats of the item, and the larger the capacity for population. The Item World levels will also be deeper, which means the item can level up that much more. Collect as many rare items as you can.

Save Shop

By talking to the Save Shop in the castle, you can view all the records of your adventures up to this point. How much equipment and items you've collected, your max damage, profiles on each job, and other various data is included here. Create your own perfect collection of data.

Collection Record

An item you've had in possession at least once, will be listed here. Each item will be logged as common, rare, or legendary. Items with the ✕ icon means that the specific rarity for that item does not exist. Even if you sell away the item, if you had it once, it will be logged.

Dark Record

Find out about various data during your play.

Play time	Total number of hours played.
Cycle	The Cycle number you are currently on.
Max Damage	The max amount of damage you did to an enemy.
Total Damage	The max amount of total damage you did to the enemy.
Max Geo Chain	The longest chain you've done.
Friendly Kills (this cycle)	The number of allies you've killed this cycle.
Enemies Killed	The number of enemies you've defeated until now.
Max Level	Your characters' highest level.
Max Times Reincarnated	The highest number of reincarnations for a character.
Items Collected %	The ratio of items collected.
Item World Visits	How many times you've visited the Item World
Max Levels into Item World	The number of levels you've gone into the Item World without returning to the Overlord's Castle.
Extra Enemies Killed	These records are only made when a certain enemy is defeated. If a "????" is displayed here, this means there is still an enemy you have not defeated yet.

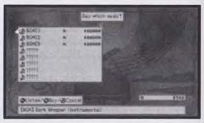
Check! Try not to kill too many of your allies!

Collection Book

You can see information about a class (or race) that has appeared at least once in the game.

Music Shop

Any piece of music you've heard in game can be bought with HL (Hell). The purchased music can then be listened to and enjoyed in the Music Shop. Also, you can set one of them to become your BGM for the Item World.



Longinus

He will tell you details about every weapon in game. You should try talking to him at least once. And if he accepts your power...

SELECTING YOUR DESTINATION

Select Area

By talking to people in Events (demo) and in the Overlord's Castle, more areas will open up to you.

Each area usually has a few Area Maps. Choose which Area Map you wish to go to on the selection screen. The game will progress as you continue to clear the Area Maps.

AREA MAP

The 3D map like the one to the right is called the Area Map. All battles take place on this Area Map, and will be played out on a turn-based system. Turn-based means that all the allies go first, and then the turn switches to the enemy, and repeats.

Dispatching Allies

Adjust your cursor to the Base Panel on the Area Map and press the ✕ button to display the list of ally characters you can dispatch onto the map. Select the character and press the ✕ button to confirm. Now you can move the character around. You can only dispatch one character at a time. Bring out the characters from the Base Panel in order. But remember that the max number of characters on a map is 10.

Commanding Allies

The player will select a command to order an ally character to fight the enemy. In one turn, each character can Move once, and do one of the following: Attack, Skill, Lift&Throw, Defend, or use an Item.

*You can use the [Equip] and [Status] command as many times as you'd like. (Equipment cannot be changed after finishing the action).

Game Flow

Begin Battle

Order Commands

Commence Attacks

End Turn

Enemy's Turn

Victory Condition

When you defeat all enemies on the Area Map, you clear the stage.

Game Over

When all your ally characters dispatched on the Area Map are defeated, it is Game Over. You will have to continue from your last save.

Move

When this is selected, the character's movement range is displayed. Choose where you want the character to move to within that range, and confirm. If you messed up and want to redo it, press the O button.

Attack

Select this to show the character's attack range. This range will change depending on the weapon being used. When you have selected an enemy to attack, the command will be considered inputted. When you want to execute that order, bring up the Area Map command menu with the △ button and select [Execute] or [End Turn]. If you want to undo a command, press the O button.

Special

Select this to display the list of the special moves that the character has. Special moves include the following:

- The character's unique Special skills
- The equipped weapon's trainable Special skills
- Magic spells that mainly magician-type characters learn

Select the skill you wish to use, and then the target. Now the order has been issued. When you want to execute that order, bring up the Area Map command menu with the △ button and select [Execute] or [End Turn]. If you want to undo the command, press the O button. Using Special skills will consume SP.

Item

Use items. Consider the abilities and effective range when deciding which item to use.

Lift & Throw

Select [Lift] to pick up an enemy or ally that is next to you. This command is not available unless there is a character right next to you. The character that is lifted will not be able to take any actions, and will not become a target for attack. The character that is lifted can, though, be Thrown. Select [Throw] and decide on a direction and distance to throw the lifted character. There are various tactical elements to this Lift & Throw technique, so try to find good ways to use this.

Defend

Defending will temporarily raise the defense value of the character. But in turn, the number of counter attacks will be lost.

Equip

Here, you can change the equipment. Depending on the character's stats, and their distance from the enemy, you may want to change their equipment accordingly.

Status

Here, you can check on the characters' stats.

* By moving the cursor to the character and pressing the O button, you can cancel the command that you have inputted. But remember, these commands cannot be cancelled if they have already taken the action through [Execute].

* Characters who have already taken an action (including those who have already received an order) will have an [E] icon. The direction that the character is facing can still be changed after the [E] is displayed.

Area Map Commands

Press the △ button on the Area Map to display the following commands.

● Execute ●

The characters who have received orders will take action.

● End Turn ●

This will end your turn (all ally actions will end). After you end the turn, it will be the enemy's turn, and they will take action.

● Bonus ●

This will list the bonus items that you can receive if you clear the Area Map. The Bonus Chart correlates with the Bonus Gauge that is displayed at the bottom right. When the Bonus Gauge goes to 1, you will be able to receive the bonus that is listed as 1. This gauge basically goes up when you attack the enemy.

● Help ●

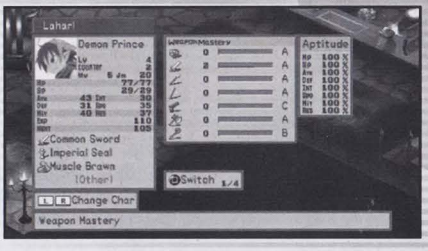
You can look at the basic knowledge you should have about Area Map battles.

● Quit ●

This will reset the software and return you to the Title Screen. If you have not saved, your current game progress will be lost. Be careful before you think about resetting the game.

● Settings ●

You can select between Cursor Mode and Key Mode. You can also configure the BGM volume, MSG volume (message voice), SE volume (sound effects), and brightness.



Explanation about Each Stat

LV	Character's level.
COUNTER	Max number of counter attacks.
MV	Range of movement (ex. 4 would mean you can move 4 grids).
JM	Jumping power. This is how high you can jump, in dm.
HP	Health points. At 0, the character will be defeated. Items, magic (special), and the Netherworld Hospital can recover this.
SP	These points will be consumed when using a [Special]. Items and the Netherworld Hospital can recover this.
ATK	Attack power.
DEF	Defense power.
INT	Intelligence. Affects the power of magic skills.
SPD	Speed. Affects the dodge rate.
HIT	Accuracy.
RES	Resistance. Affects defense against enemy's magic attack.
EXP	Current experience points.
NEXT	Experience points needed to get to the next level.

Leveling Up

Defeat the enemy on the Area Map and gain experience points to level up. When the character levels up, each stat will increase. Also, depending on the character, they may learn unique Special skills, as well.

Weapon Mastery

Each character has a Mastery for each of the seven types of weapons: fist, sword, spear, bow, gun, axe, and staff. Equipping these weapons when fighting will increase their mastery with that specific weapon. When the mastery goes up, you can learn the weapon's Special skills. The higher the mastery, the more stats that get added when the character equips that type of weapon.

Check! Staves and Monster-only weapons do not have any Special skills. Monster type characters can only equip Monster-only weapons, and do not have weapon mastery. But the higher the character's level, the more additional stats the character receives.

NETHERWORLD STRATEGY LESSON 1

About Team Attacks

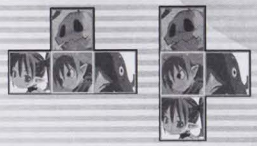
When using a normal attack against an enemy, if there is an ally characters to the right, left, front, or behind that character, a team attack may occur. The following conditions must be met for this to occur:

- The character is next to the enemy you are about to attack.
- An ally character is next to the character who will attack.

If the character is right by, even a character who has already taken an action may join in on the team attack. But if the character uses a Special skill, or a spear, bow, or gun to attack the enemy target at range, this team attack will not trigger. Also, depending on your ally characters' compatibility, the chance of a team attack occurring will change. If the chance is low, the attack will not occur as often.

ex 1) One ally team attack

ex 2) Two ally team attack



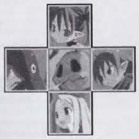
ex 3) Three ally team attack

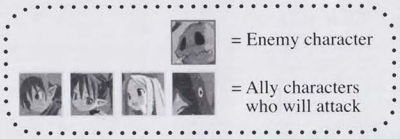
You can make these battles easier by positioning your characters right. But team attacks are usable by enemies also, so watch out for that...

Check! Longer range attacks (more than 1 grid away) with spears, bows, and guns will not activate a team attack.

About Combos

Combos are when you attack the same opponent consecutively. For example...





In this case, there is a 3 Hit Combo (the first attack does not count).

The higher the Combo, the larger the damage done to the enemy. If you do this with a Team Attack (see above), you can even defeat a very strong enemy in just one turn. Doing more Combos will also allow you to gain more in the Bonus Gauge. If you're going for a high Bonus, Combos will be a must.

Check! You must attack the same enemy consecutively for a Combo. Attacks and Special skills both count as Combos, but make sure to order the attacks consecutively on the same target before you execute the command. If you get even one different enemy attack in there, the Combo will be cut short.

Geo Panel

The colorfully lit up panels on the Area Map are called Geo Panels. They may have various effects depending on the placement of Geo Symbols.

Geo Symbols

The objects placed on the Area Map are called Geo Symbols. These Geo Symbols can be destroyed with normal attacks, as well as special moves and magic.

Geo Effects of Geo Symbols

For example, if a Geo Symbol (Attack + 1) is placed on a yellow Geo Panel, all yellow Geo Panels will have the Attack +1 effect, affecting all characters on those panels.

When you destroy a Geo Symbol...

Geo Symbols have a role, other than effects that add to battle. When they are destroyed, the Geo Panels may change colors, or may disappear. Destroy them wisely, since making them all disappear will give you a Termination Bonus.

Change Red
Destroying this symbol on a panel will change all the panels of the same color to Red.

Change Green
Destroying this symbol on a panel will change all the panels of the same color to Green.

Change Blue
Destroying this symbol on a panel will change all the panels of the same color to Blue.

Change Yellow
Destroying this symbol on a panel will change all the panels of the same color to Yellow.

Change Purple
Destroying this symbol on a panel will change all the panels of the same color to Purple.

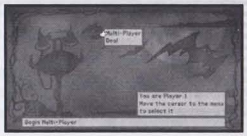
Null
Destroying this symbol on a panel will destroy all the panels of the same color.

Multi-Player Mode

To begin your Multi-Player campaign, go to Laharl's bedroom and press the ✕ button when you are at the Communicator Device to bring up the Communicator Menu. If this is your first time playing the multi-player mode, you must first create a Network Card. You may do so by selecting "Create Card" from the Communicator Menu.

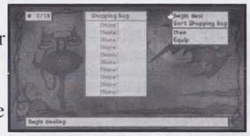
Once you have a Network Card, you can enter the multi-player mode by selecting "Begin Connection". After connecting, select "New Connection" to be the host or select an existing host's name on the menu screen to join a game. You will then be able to play against your friend or buy/sell items.

Multi-Player Battle



Select "Multi-Player" after connecting to battle another player. The host will select the settings for the battle. When you first start out, only a few settings will be available, but the more you play, the more settings you will unlock. Next, select the units that you would like to use in battle. Some battles require you to choose a leader. You can do so by pressing the △ button over the character of your choice. Once you have chosen your force, the host selects the map where the battle will take place.

Dealing



You can buy and sell items by selecting "Deal" after connecting to another player. Select "Sort Shopping Bag" to place items from your Warehouse into your Shopping Bag to sell. Some rare items may not be placed in the Shopping Bag. Once you have stocked your Shopping Bag, select "Begin Deal" to search through the other player's items. You will not receive HL for items you sell, but you will also not lose the item that you sold.

*For more information, check the "Explanation" at the Communicator Menu.

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NIS America, Inc. warrants to the purchaser of this product that the medium on which this program is recorded is free from material defects for ninety (90) days from the date of purchase. If a defect covered by this warranty occurs during this 90days warranty period, NIS America will replace the game disc, at its option, free of charge.

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2. Save the sales receipt and UPC code found on the game package.
3. If the game is covered under a store warranty, return the game to the store at which the game was purchased.
4. If the game is not covered by a store warranty, notify NIS America by emailing Support@NISAmerica.com or call the customer service dept. at (714) 708-3692, between the hours of 10 a.m. to 5 p.m. Pacific Standard Time, Monday through Friday.

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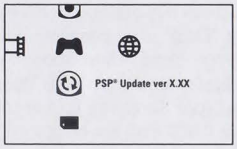
Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD™, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.



Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD™.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.

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